LEGEND OF KAY™

EVERYONE 10+

ESRB

CONTENT RATED BY ESRB

CAPCOM®

LEGEND OF KAY

Warning:
Read Before Using Your PlayStation®2 Computer Entertainment System.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

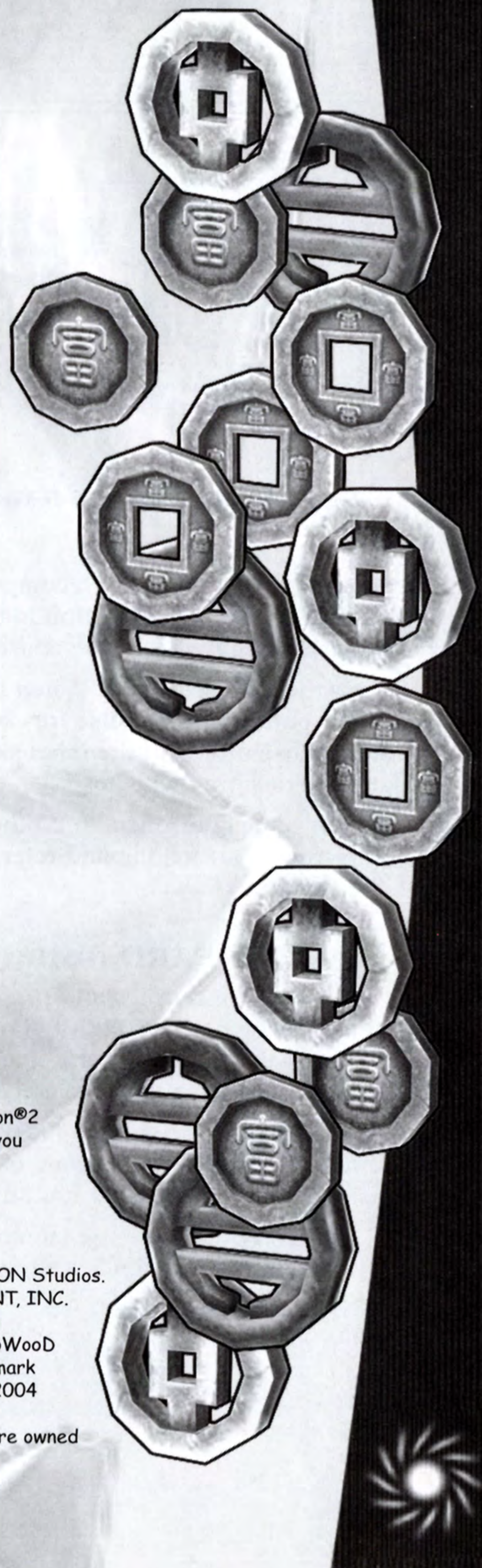
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Getting Started 2
Controller 3
Game Controls 4
Main Menu 6
Playing the Game 8
Screen Displays 9
Combo System 12
Weapons 13
Shop 14
Items 15
Mini-Games 19
Scoring 21
Characters 22



A SPECIAL MESSAGE FROM CAPCOM®

Thank you for selecting LEGEND OF KAY for your PlayStation®2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway
Sunnyvale, CA 94085

©2005 JoWooD Productions Software AG. Developed by NEON Studios. All Rights Reserved. Published by CAPCOM ENTERTAINMENT, INC. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. LEGEND OF KAY is a trademark of JoWooD Productions Software AG. Renderware is a registered trademark of Canon Inc. Portions of this software are Copyright 1998-2004 Criterion. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.

GETTING STARTED

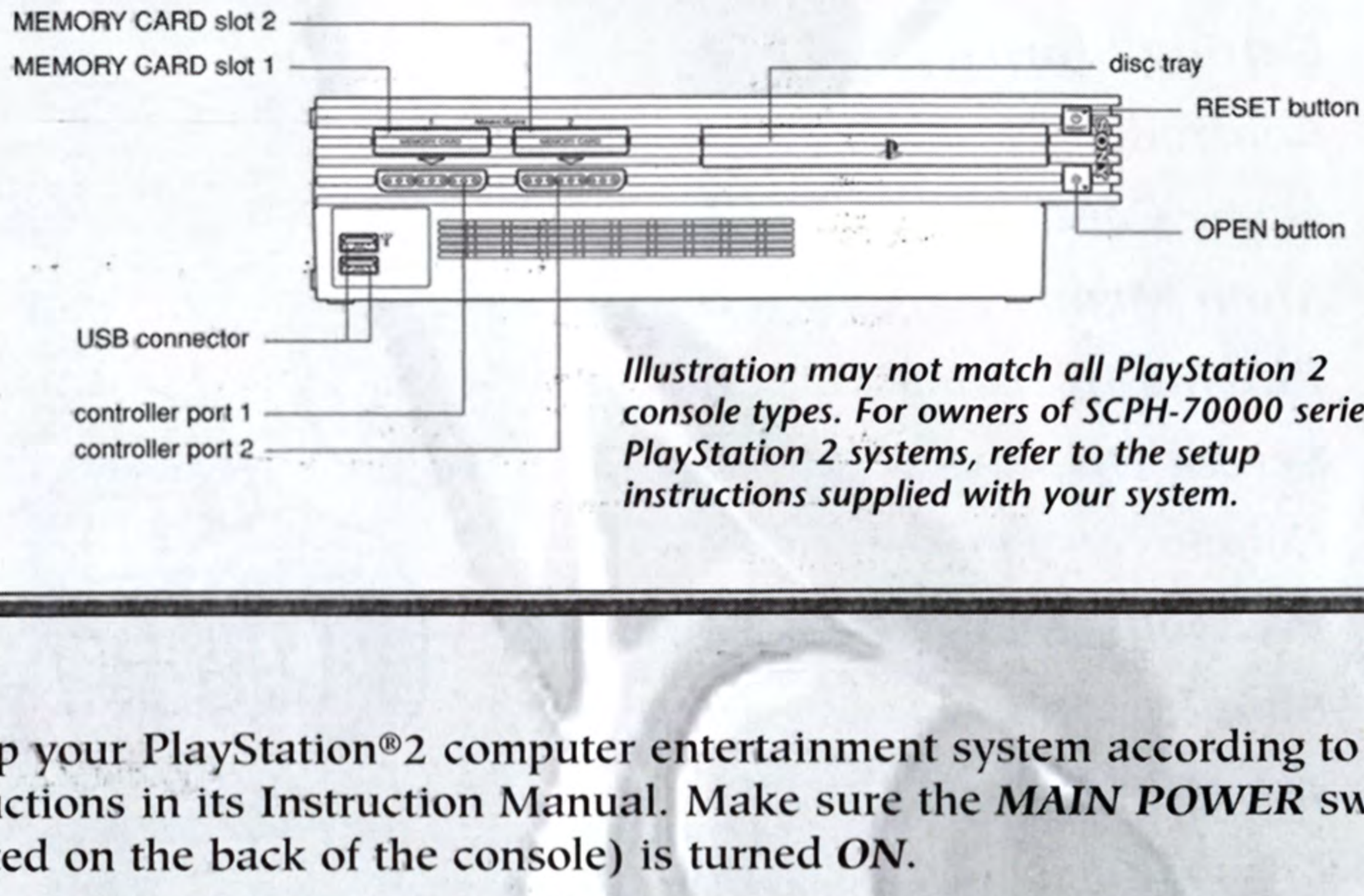


Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the ***MAIN POWER*** switch (located on the back of the console) is turned ***ON***.

Press the ***RESET*** button. When the power indicator lights up, press the ***OPEN*** button and the disc tray will open. Place the ***LEGEND OF KAY*** disc on the disc tray with the label side facing up. Press the ***OPEN*** button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

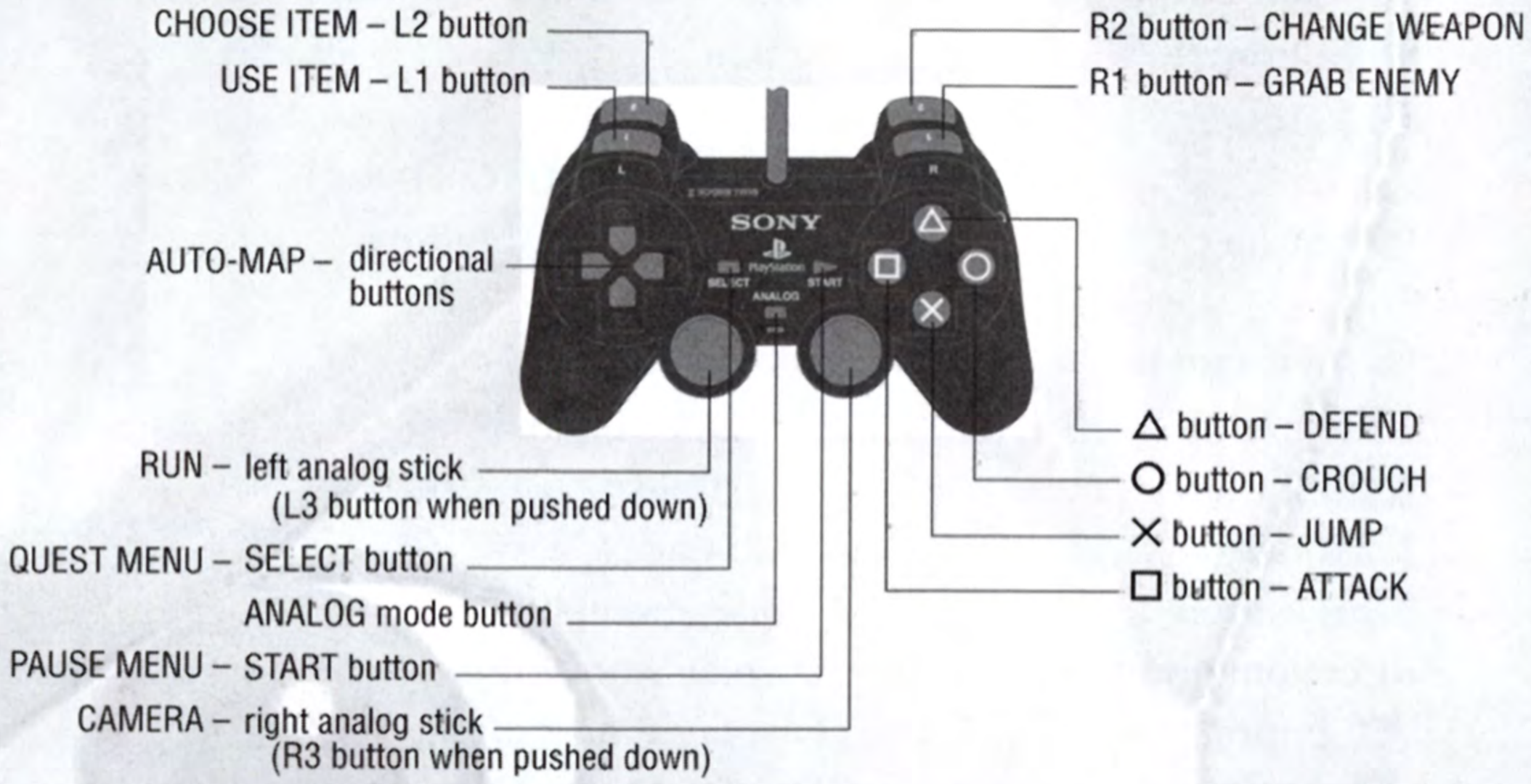
MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card or from any memory card containing previously saved games.

- You must be using a memory card with at least 430KB of free space in order to save your game data. If you need more free space than is available, delete older data from the memory card before starting play.
- Do not remove the memory card or turn off the power while saving or loading game data. Doing so could damage your game data.

CONTROLLER

DUALSHOCK®2 analog controller configurations


CHOOSE ITEM – L2 button
USE ITEM – L1 button
AUTO-MAP – directional buttons
RUN – left analog stick (L3 button when pushed down)
QUEST MENU – SELECT button
ANALOG mode button
PAUSE MENU – START button
CAMERA – right analog stick (R3 button when pushed down)
R2 button – CHANGE WEAPON
R1 button – GRAB ENEMY
△ button – DEFEND
○ button – CROUCH
✕ button – JUMP
□ button – ATTACK

CONNECTING THE CONTROLLER

Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1. You can turn the controller's vibration function *On/Off* in Options Mode (pages 6-7).

MENU CONTROLS

left analog stick ↑/↓ . . . . Select menu option
left analog stick ←/→ . . . . Change option setting
directional buttons . . . . . Same as left analog stick
⊗ button . . . . . Confirm menu selection
△ button . . . . . Cancel/Close menu
Return from submenu

GAME CONTROLS

BASIC CONTROLS

left analog stick	Control Kay
right analog stick	Control camera
R3 button (tap)	Move camera behind Kay
▢ button	Action
✕ button	Jump Double-jump (press twice)
○ button	Crouch (while standing) Roll (while running)
○ + ✕ buttons	Somersault
L1 button	Use selected item
L2 button	Select next item
R1 button	Grab enemy
R2 button	Change weapon
directional buttons	Display Mini-Map
START button	Display Pause Menu
SELECT button	Display Quest Menu

CONTROLLING KAY

- Use the left analog stick to control Kay anywhere — on land, in the water and in the air. Use the right analog stick to control the camera.
- Use the ✕ button to jump. If you press this button again while jumping, you will perform a double-jump.
- Crouch by pressing and holding the ○ button. Move while crouching by moving the left analog stick.
- Use the ▢ button to attack with your weapon. From time to time this button will have a different function in the game and a hint will appear on screen. This allows you, for example, to pull a lever or talk to a friendly character.

CONTROLLING THE CAMERA

- Quickly press and release the R3 button to center the camera behind Kay.
- To examine your surroundings more closely, click and hold the R3 button a little longer. Kay will stand still and you can look around by moving the right analog stick. Press the R3 button again to return to normal game mode and move through the environment normally.

  Note: If your current location does not allow the camera movement you're attempting, you'll hear a warning sound.

COMBAT CONTROLS

■ button	Double-attack (press twice) Triple-attack (press three times)
● then ■ button	Uppercut
Circle left analog stick 360° then ■ button	Roundhouse attack
✕, ■ buttons	Jumping attack
▲ button	Block
R1 button	Throw; to grab and throw an opponent, get directly behind him (some enemies will try to evade you)
●, ✕, ■ buttons	Somersault attack (finishing move)
While running, ● button then ■ button	Rolling attack
While running, ● button + ▲ button + left analog stick ←/→	Roll around and behind the enemy you're approaching
■ button (hold)	Charge your Magic attack; release the button to perform the attack (requires five Magic Points)

THE MASTER'S ADVICE ~~~

To grab an enemy from behind, run towards him and then roll around him. Once you're behind the enemy, you can grab him and throw him high up in the air.

USING COMBAT CONTROLS

The combat system in ***LEGEND OF KAY*** gives you absolute control in any combat situation. During the game you will find weapons with varying properties — they allow you to execute a wide variety of combat moves.

Press the ■ button to perform a standard attack. By pressing the button repeatedly, you will attack using multiple attacks. You can also perform more complex and powerful maneuvers, such as:

- To block enemy attacks, press and hold the ▲ button while aiming in the direction of the attack you want to block.
- The Magic attack is especially efficient. You can only perform a Magic attack if you have at least five Magic Points (blue dots in the bottom right corner of the screen). Perform this attack by holding the ■ button for a moment. Release the button when you have collected enough Magical energy. The Magic attack will hit (and severely damage) all enemies within a certain range. Upgraded weapons deliver much more powerful Magic attacks than standard weapons.

Main Menu

Use the Menu Controls (page 3) to navigate the Main Menu.

START GAME

Start a new adventure. If there is no *LEGEND OF KAY* save game on your memory card, the game will generate a file with slots for up to four save games. (You can also start without a save game file, but in this case you won't be able to save your progress!)

THE MASTER'S ADVICE ~~~

A wise warrior does not save the game manually. He has the game saved for him! Go to the Options Menu and activate the Autosave option. Now your progress will be automatically stored on the memory card.

LOAD GAME

In this menu you can access up to four save games. You can find out at which level the game was saved, which weapons you have found, how many Energy Points and Magic Points you have, and your overall score. Use the Menu Controls to select and load a saved game.

OPTIONS

To set various options, select a menu item by pressing the directional buttons ⬆/⬇, and cycle through the different settings by pressing ⬅/➡. Your changes will be activated when you choose ***Apply*** and press the ⊗ button. To leave the Options Menu, press the ◎ button.

GAME OPTIONS

Difficulty — ***Normal*** is the default setting. You can also select ***Easy*** or ***Hard***. ***Nightmare*** is only recommended for highly advanced fighters.

Autosave — Active by default. When ***On***, your progress is saved whenever you touch a Save Point in the game. When ***Off***, you can store your save games on the memory card by opening the Pause Menu and selecting ***Save Game***.

Camera — Use this option to invert the camera controls or restore the default camera setting.

Mini-Map — You can set the Mini-Map to ***Relative*** or ***Absolute*** mode. In ***Relative*** mode, the position arrow (indicating what direction you're looking in) always points up. If you turn around, the map will rotate. In ***Absolute*** mode, the map remains fixed, and the arrow rotates depending on your movements.

Vibration — Turn the controller's vibration function ***On*** or ***Off***.

Skip Cut-scenes — Set this option to skip all cut-scenes or only cut-scenes you have already seen. You can choose to skip a cut-scene whenever you see the hint ***To Skip*** on screen.

Subtitle — Activate this option to see the subtitles during the comics and cut-scenes.

Center Screen — Align the game screen to your television. Use the directional buttons to move the image and press the ⊗ button to confirm or the ◎ button to cancel.

GAME OPTIONS

Sound — Switch between ***Stereo/Dolby ProLogic II*** and ***Mono*** sound, depending on your monitor or sound system setup.

Music Volume — Adjust the music volume.

SoundFX Volume — Change the volume of sound effects.

Voice Volume — Adjust the volume of voice output during cut-scenes.

IN-GAME PAUSE MENU

Press the START button while playing to open the Pause Menu. When the game is paused, all the onscreen displays are shown.

Continue — Close the Pause Menu and continue playing.

Tips — If you bought a ***Tip*** in the Shop, select this option to read it.

Save — Enter the Save menu. Press the directional buttons ↑/↓ to select a free saved game slot and press the ⊗ button to confirm. You can also overwrite or delete an existing save game. You can save at any time during play; the status you had achieved at your last Save Point is the status you will save.

Options — Select this to enter the Options Menu (page 6).

Quit Game — End the current game and return to the Main Menu.

PLAYING THE GAME

QUESTS

The tasks you need to perform during the game are called ***Quests***. You usually get Quests from other characters in the game. To find out which Quests are still open for the current level and which ones you have already solved, press the SELECT button. The Quest Menu appears, showing a short list of all Quests for the level.

- Asterisks mark Quests you haven't yet looked at.
- Quests you've already solved are marked with tick marks.

Use the left analog stick to choose a Quest and press the ✕ button to find out more about the task.

For some Quests you may see pictures of items that you need to find or activate. The item image is dimmed until you collect or activate the item.

SCORE*1 0
0
3
Questdetails - obligatory Quest
You need two parts of the Froghead Amulet to open the Froghead.
To reopen the escape route for the frogs to the Forsaken City, you have to find two parts of the Froghead Amulets.
find
close

Press the △ button to close the Quest Menu.

THE MASTER'S ADVICE ~~~

He who reads requires silence. The game is paused while the Quest Menu is open. You can therefore inform yourself without getting caught unawares by the rats.

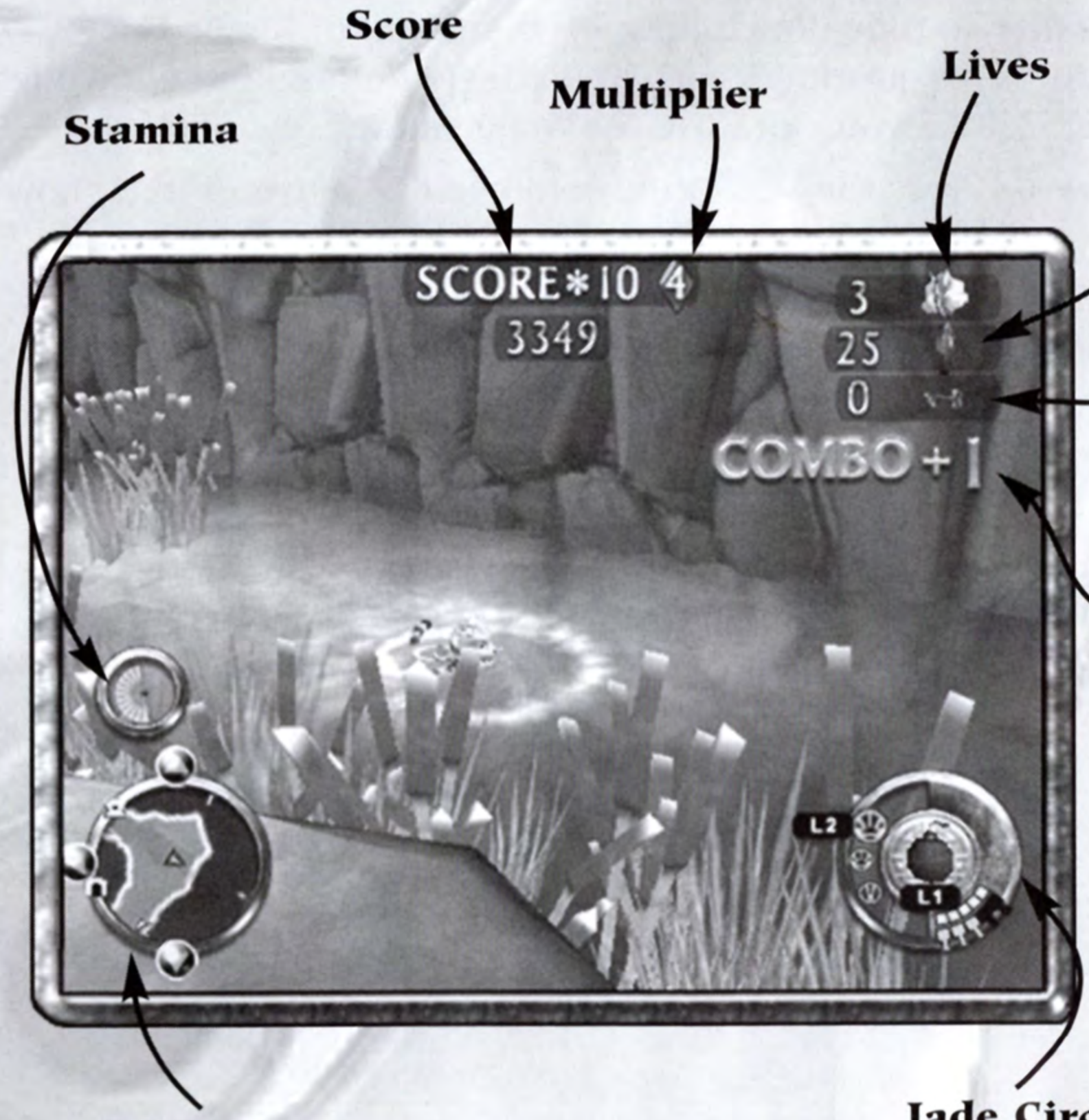
SUBTITLES AND CARTOON SEQUENCES

Press the ✕ button to activate or deactivate subtitles. Press and hold the ✕ button to cancel cartoon animation sequences.

GAME OVER

If you've lost your last life you can still continue the game at the last Save Point by choosing ***Continue*** and pressing the ✕ button.

Screen Displays



STATUS

Score — Your score.

Multiplier — Every point you make is multiplied by the Multiplier.

Lives — Number of remaining Lives you have.

Money — Amount of money you've acquired in the game. You can use this money to buy items in the Shop.

Keys — Number of Keys you are carrying at the moment.

JADE CIRCLE

The Jade Circle keeps you informed about your Health Points, Magic Points and Items.

Health Points — Each red dot is one Health Point. If you get hit by an enemy you lose one or several Health Points depending on the strength of the enemy's attack (Damage Points). If all your Health Points are used up, you lose one Life.

Armor Points — If you are wearing Armor, Armor Points appear next to your Health Points. If you get hit you lose an Armor Point. Your Health Points decrease only when you have no Armor Points left.

Magic Points — Blue dots indicate the amount of Magic Energy stored within you. A Magic attack costs five Magic Points. If you have less than five Magic Points, you can't use the Magic attack.

Active Item — Press the **L1** button to use the active object, shown in the center of the Jade Circle.

Other Items — The other items you are carrying appear as small symbols. Press the **L2** button to cycle through your items.

Health Potion

Magic Potion

Bomb

Flash Bomb

Bottle of Hornets

Demon Potion

Berserk Potion

Mini-Map

This area map shows where you can go. Your position is always in the center of the Mini-Map. Terrains passable by foot and paths are shown as light areas. Small map icons offer information on certain locations:

Destination of current Quest.

Receive information and possibly a new Quest.

Shop where you can buy weapons and equipment.

Exit gate leading to the next level.

Save Point you've already activated. Return here to save your progress.

Control the Mini-Map with the directional buttons: press ⬆/⬇ to zoom in/out; press ⬅/➡ to hide/show the map so you can see more of the level's environment or check the map.

STAMINA

Under certain circumstances a Stamina display will appear. It displays an amount of time that begins counting down.

Water is not exactly a cat's favorite element. As soon as you're in water the blue Stamina display appears. You should try to get solid ground under your paws again before your stamina is depleted.

THE MASTER'S ADVICE ~~~

One who exerts himself in the water by jumping too much will use up his power much too quickly. Use your mind and do not fight to survive but use your skills wisely to get back on solid ground.

Areas where intense heat is especially dangerous are indicated by a yellow Stamina display. Marshy ground also poses a danger to you. Here you can only move by using jumps. However, you can only jump three times in a row. If you do not reach safe ground in three jumps, you sink!

COMBO

As soon as you defeat an enemy, a Combo display appears. This is shown as ***Combo + 1***. This counter can be increased up to ***Combo + 20*** by defeating several enemies within a short time. The higher this number is, the stronger your attacks will be.

Combo System

When you defeat an enemy or destroy his Armor, the Combo display appears. While Combo Mode is active you can press the △ button while moving toward an enemy (using the left analog stick). This will cause you to jump at the enemy. If you now press the □ button quickly, you will perform a Combo attack.

The Combo value increases with each enemy you defeat and each suit of Armor you destroy. The higher the Combo value is, the more powerful your attacks will be. If you do not defeat any enemies or destroy their Armor for a while, your Combo value will decrease until Combo Mode is no longer active.

You can also use Combo maneuvers against enemies that are floating or flying in the air. To reach the flying enemy you have to perform a Combo movement while in midair (e.g. during a jump). It is possible to defeat entire swarms of flying enemies without landing on the ground.

Frequently you will find a flying Zhong that you can destroy in order to enter Combo Mode:

Try to destroy several Zhongs in a row in order to reach certain areas within the levels. Zhongs are often made of wood and can be destroyed with a single hit.

Some Zhongs, however, are made from stone or metal, and have to be hit repeatedly.

Some Zhongs can only be destroyed by using a certain weapon. If you encounter Zhongs that are full of energy, keep away. No weapon in the world can destroy them!

THE MASTER'S ADVICE ~~~

It is possible to remain airborne even if one does not sprout wings! Use Combo movement to reach areas of the levels which are not accessible on foot!

WEAPONS

In the course of the game you will use three different weapons: ***Sword***, ***Claws*** and ***Hammer***. Three upgrade levels exist for each of the three weapons; the improved versions cause much higher damage in combat.

THE MASTER'S ADVICE ~~~

Your mind is your sharpest weapon. Use it well and you will be able to defeat any enemy. Find out the advantages of each of your weapons, and use the **R2** *button to switch weapons in combat. Surprise your enemy!*

SWORD

The Sword makes you a dangerous opponent. It is a weapon of average strength and average effect, which makes it quite useful in any situation and against most enemies.

CLAWS

A light and quick weapon, but with reduced penetration. Enemies using Armor will not be hurt by Claws, but unarmored opponents will be heavily damaged. The Claws have one big advantage: They are the only weapon you can use while swimming.

HAMMER

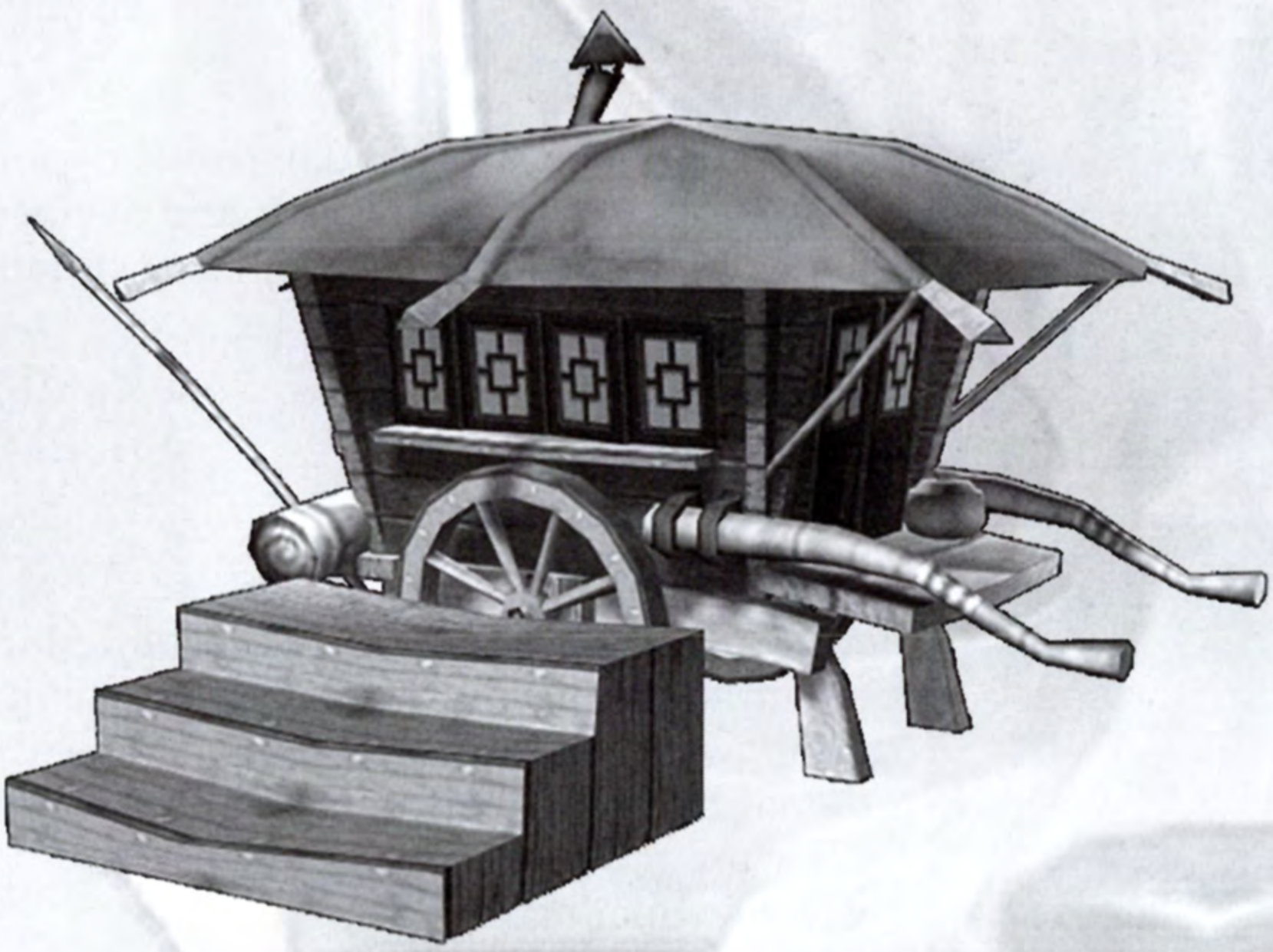
This is a very slow weapon with tremendous effects. Enemy's Armor can be broken easily using a Hammer. You can also destroy certain items and objects in the environments using the Hammer where the Sword and Claws would have no effect.

SHOP

In some levels, you will find a traveling trader's wagon. Approach the cart and press the ▣ button to enter the Shop wagon.

Use the left analog stick to choose an item that interests you. If you have enough money you can buy the item by pressing the ▣ button. The item is now in your possession and will be shown among the item symbols in the Jade Circle.

Press the △ button to leave the Shop.



THE MASTER'S ADVICE ~~~

In the Shop you can also buy Tips that help you to find hidden treasure and improve your combat skills.

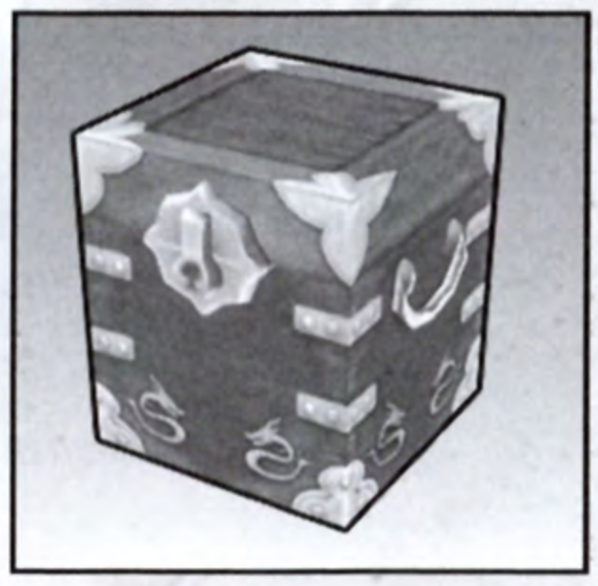
Items

You will find many different items while traveling through the wide world of *LEGEND OF KAY*. Items you own are shown on screen as small symbols. Use the L2 button to cycle through the various items. Press the L1 button to use the item you selected. You can carry a maximum of five items.

Throughout the game you will find chests and vases. Open them to find Coins and other valuable items. Some items such as the Light Potion are activated as soon as you collect them.

Vase

Green Chest



Red Chest

Some chests can only be opened if Combo Mode is active and you can reach a certain Combo level. The number on the chest's lock indicates the minimum Combo level needed to open it.

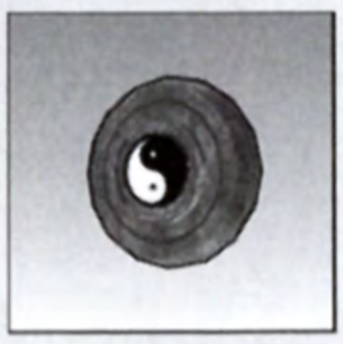
Here are some of the items you can find:

Heart gives you an additional Health Point.

Heart Container increases the max number of Health Points you can have.

Health Potion fills up your Health Points when you drink it.

You need five ***Magic Points*** to execute a Magic attack.



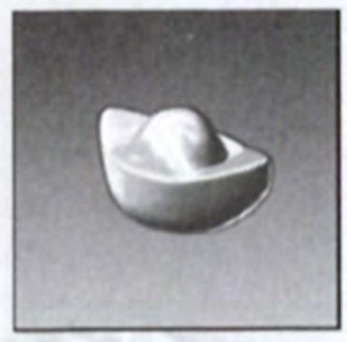
Magic Container increases the maximum number of Magic Points you can have.

Drink this ***Magic Potion*** to get full Magic Points.

Copper Coin is worth 1.

Silver Coin has a value of 5.

Gold Coin is worth 10.



Yuan Boas — tiny gold ships — are worth even more — 50, to be exact.

Jade Coin has a value of 100.

To use the ***Bomb,*** drop it on the ground — with the fuse lit! You have two seconds to leave the location before the Bomb explodes! It's important to get out of the blast area, since the Bomb can hurt you too. The Bomb doesn't just damage enemies; it can also cause crumbling walls to collapse.

The ***Flashbang Bomb's*** detonation renders all nearby enemies blind and unable to defend themselves.

Extra Life gives you an additional Life.

Crystals add to your score. If you manage to collect several Crystals of the same color in a row, you get an additional Score Bonus.

If you dare to drink this dangerous ***Demon Potion,*** you will be able to see the Demon Portals for 10 seconds. These portals normally remain hidden. There is also a possibility of traveling through these demonic gates ....

Drink ***Berserk Potion*** to double the power of all your attacks for 10 seconds. Berserker hits will break an enemy's defense and blocks.

If you open the ***Bottle of Hornets,*** the hornet swarm will attack your enemies for 20 seconds.

THE MASTER'S ADVICE ~~~

If you encounter an enemy hornet swarm, open your own bottle of hornets. Both swarms will unite — and attack your enemies!

With the ***Light Potion,*** a bright light will follow you for 30 seconds after you collect it.

Armor protects you. If you get hit the Armor's overall condition is reduced, but enemy attacks are not as strong. You always lose only one Armor Point at a time. There are different kinds of Armor: Green (5 Armor Points), Red (10 Armor Points) and Black (15 Armor Points).

The ***Sword*** is a very useful weapon against almost any kind of enemy and in every situation. (Scroll through your weaponry with the R2 button.)

The ***Claw*** is useful against unarmored opponents and while swimming.

The ***Hammer*** is an especially destructive weapon.

Keys are essential for opening locked doors (see below).

THE MASTER'S ADVICE ~~~

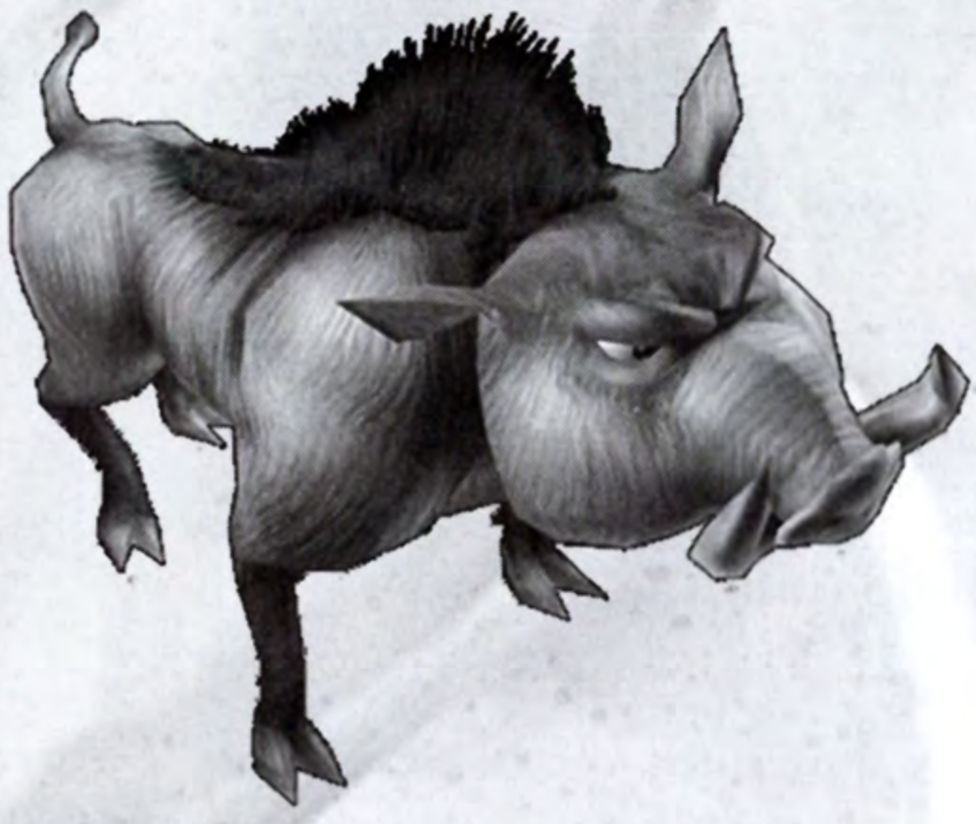
Some of what lies around will disappear. Collect items while they're still there!

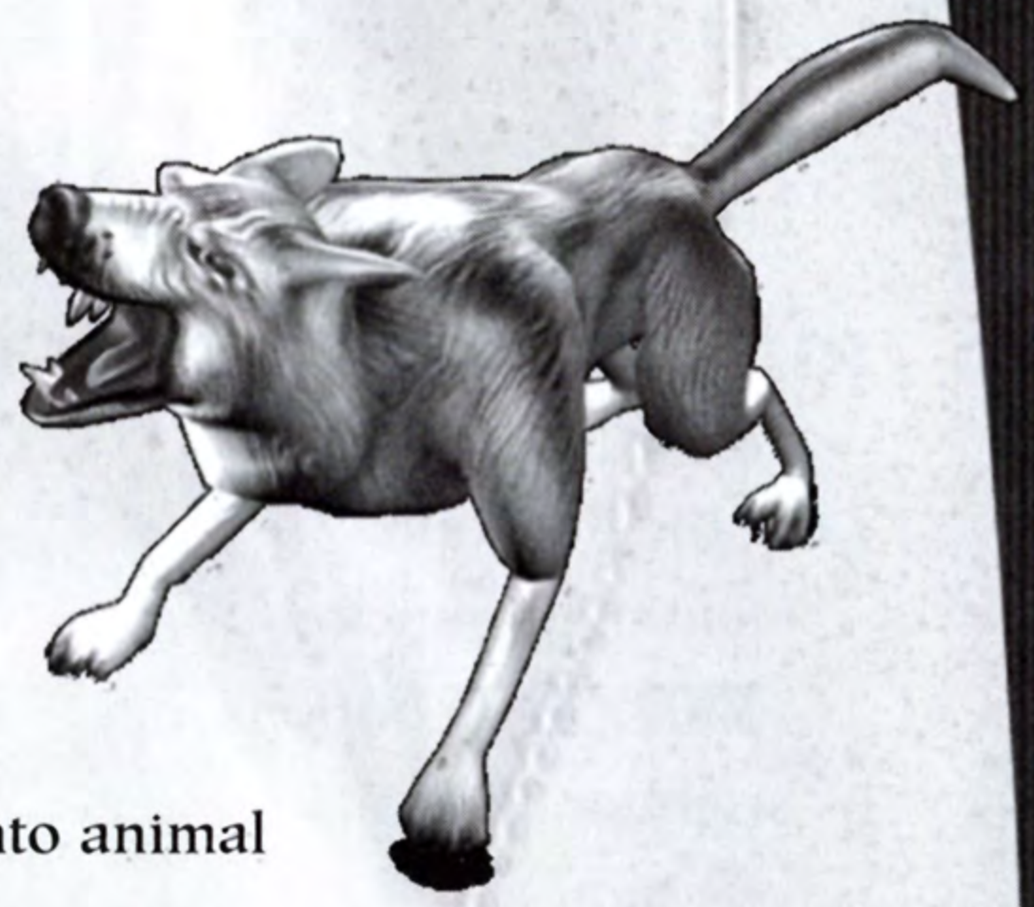
DOORS

To open a door, run into it. If it can be opened easily, you will cross the doorway. Some doors are locked, as you can see by the lock shown on the door. You will need Keys to open these doors. The number of Keys in your possession appears in the Status display at the top right corner of the screen.

MINI-GAMES

You can play several Mini-Games within *LEGEND OF KAY*. In these games, you'll ride on various animals or control a boat.





RIDING ON ANIMALS

R1 button . . . . . Climb onto animal

On the animal:

left analog stick . . . . . Steer left/right

L1 / R1 buttons . . . . . Drift left/right

right analog stick . . . . . Control camera

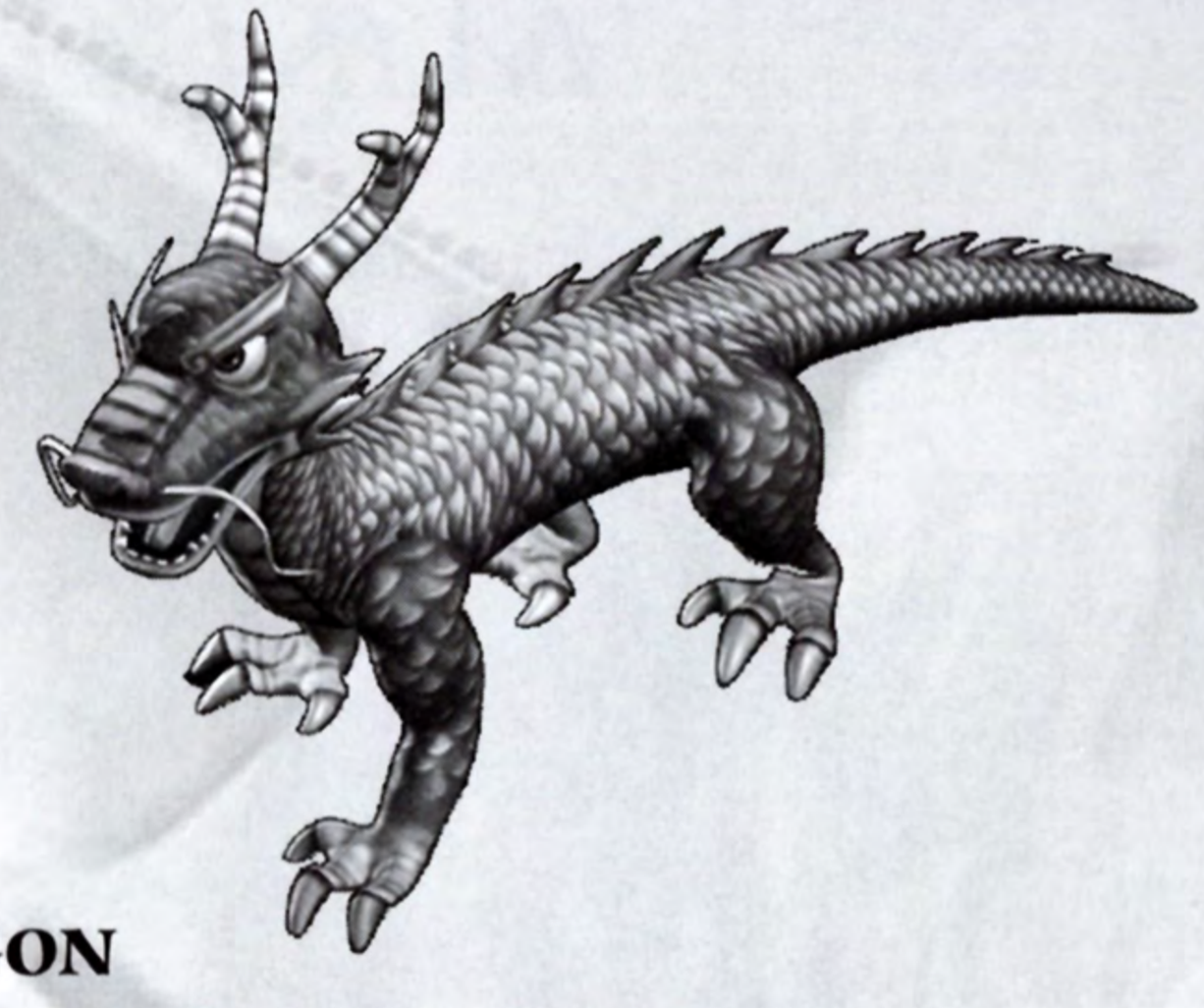
⊗ button . . . . . Make animal jump

○ button . . . . . Jump off animal

Animals don't particularly appreciate you clinging to their backs and they will try to throw you off. Your Stamina display shows how long you will be able to hold on. The time increases when the animals get food.

You can find food all over the place, so make sure to collect it and feed the animals.

If you collect a chili pepper, your animal gallops faster for about five seconds.



RIDING ON THE DRAGON

R1 button . . . . . Climb onto the dragon

On the dragon:

left analog stick . . . . . Steer left/right

L1 / R1 buttons . . . . . Drift left/right

right analog stick . . . . . Control camera

⊗ button . . . . . Accelerate

□ button . . . . . Breathe fire

○ button . . . . . Jump off dragon

STEERING THE BOAT

R1 button . . . . . Board the boat

In the boat:

□ button . . . . . Use the boat

left analog stick ←/→ . . . . Steer left/right

left analog stick ↑ . . . . . Accelerate/Go forward

left analog stick ↓ . . . . . Slow down/Go backward

⊗ button . . . . . Jump out of the boat

SCORING

You can unlock extras in the Extras Menu. The higher your score is, the more Extras you can unlock!

To score as many points as possible, collect Crystals in the level. Each Crystal is worth one point.

Collecting five Crystals of the same color in a row increases your Multiplier. If you then collect a Crystal of a different color, the Multiplier resets. The Multiplier remains active for a short time only — it will begin to blink faster and faster until it disappears. You can add to the Multiplier's active time by scoring points.

FOR EXAMPLE ~~~

You get 1 point for each Crystal or Copper Coin and 10 points for each Gold Coin you collect. Points are multiplied by the Multiplier and added to your score.

You will also find large Crystals in the game environment. Hit the Crystal with your weapon to change its color. As soon as the Crystal is hit with a Magic attack, it bursts into many small Crystals of the color you set. Quickly collect these to increase your Multiplier.

You can reach higher scores in the harder difficulty levels.

THE MASTER'S ADVICE ~~~

When you collect a defeated enemy's possessions, a high Multiplier will really increase your score. Collect as many Crystals as you can before you start a fight!

CHARACTERS

KAY

Kay is an orphan. He lives with his stepfather, Uncle Shen, but spends most of his time in the martial arts school with his mentor, whom he always calls ***Master***. With his youthful light-heartedness and abundant energy, he has never refused a fight.

MASTER

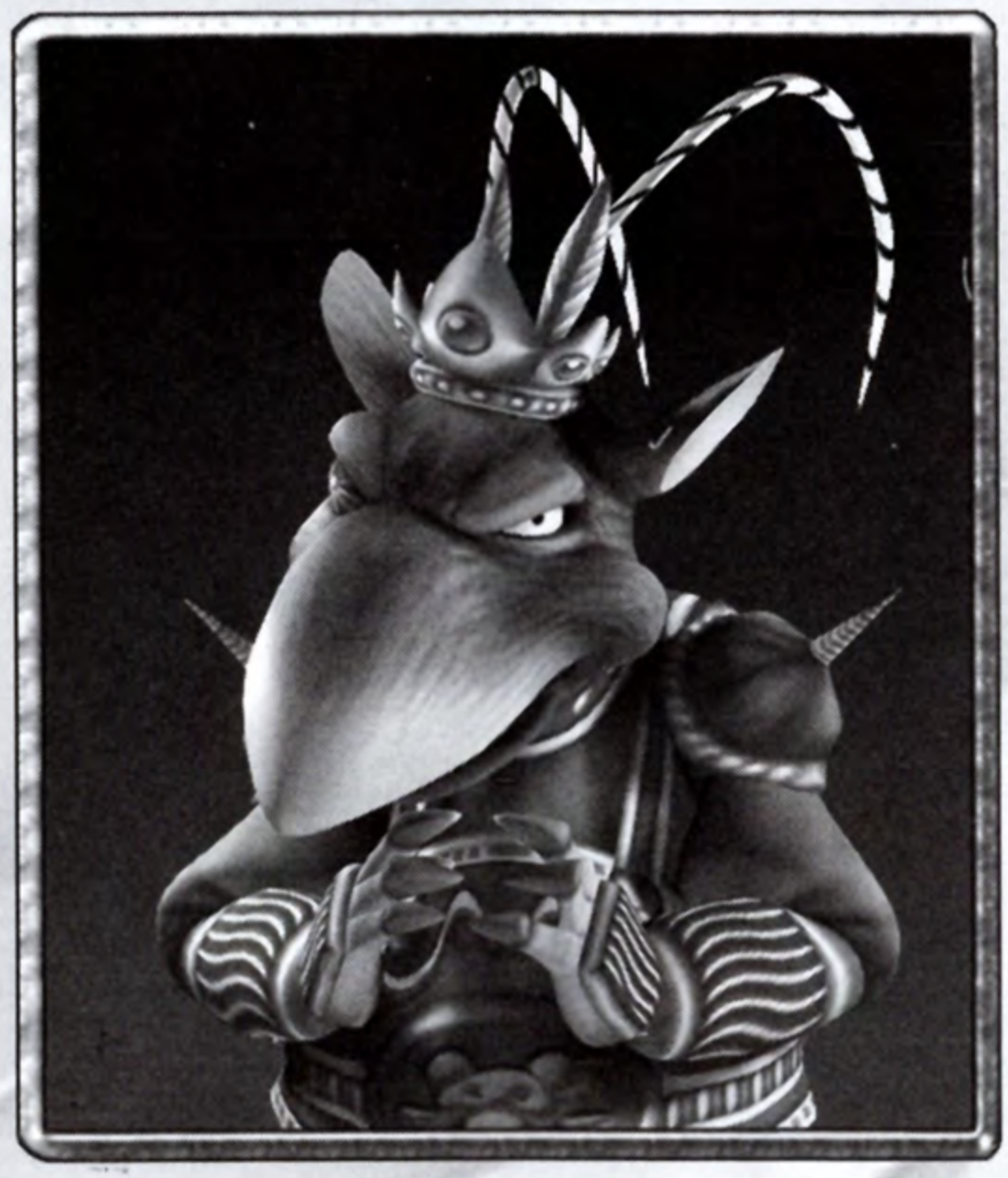
Master appears to be very old, but only at first glance. Many years ago he was the most skilled fighter in all Yenching. He is still a clever, quick-thinking fox who knows how to surprise his enemies.

SU LING

Su Ling is Kay's best friend. She used to live in the City of the Pandas. She and Kay are the Master's only students. She deeply believes in the old wisdoms of ***the Path***.

SHUN, LORD OF THE GORILLAS

Shun wants to bring back the Age of Great Emperors and has already conquered the Island of Yenching with his powerful armies. Shun allowed the Clan of Rats to return to Yenching because Tak promised him immortality.



TAK, KING OF RATS

A long time ago Tak was exiled from Yenching. Recently he allied himself with Shun's armies in order to return to Yenching and carry out a fiendish plan: He intends to build a demonic machine that is supposed to render him invincible and make him the sole sovereign of Yenching.

NOTES

CREDITS

Manual: Hanshaw Ink & Image; Marketing: Todd Thorson, David Riley, Jack Symon, Sarah Felbinger, Laili Bosma, Carrie Root, Robert Johnson, Nate Williams, Rey Jimenez and Ryuhei Tanabe; Package Design: Michi Morita, Corey Tran and Scott Baumann; Translation: Brian Dunn; PR: Melinda Mongelluzzo, Arne Cual-Pedroso and Alicia Kim; Customer Service: Philip Navidad, Robert Hamiter and Frank Filice.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this DVD-ROM from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the DVD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DVD-ROM certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the DVD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the DVD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for $20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your DVD-ROM certified mail. CAPCOM will replace the DVD-ROM, subject to the conditions above. If replacement DVD-ROMs are not available, the defective product will be returned to you and the $20.00 payment refunded.

WARRANTY LIMITATIONS

ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY DISCLAIMED. IN NO EVENT SHALL CAPCOM BE LIABLE FOR SPECIAL, INDIRECT, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

CAPCOM®

www.capcom.com